

ERIK KIMSEY - SOFTWARE ENGINEER

PROFILE

Tenacious and creative Software Developer + Designer, with 5+ years of experience and expertise in building web applications and mobile applications. Leveraging a robust professional experience with many programming languages, development tools and engineering practices, to build dynamic, performant, and intuitive software. Leveraging an expertise in graphic design and UX design, in order to build intuitive, functional and attractive user-interfaces. Collaborative, communicative, innovative, and always learning.

EXPERIENCE

Developer (C#) @ Bebop Boutique — Present

- Developed a codebase totaling to over 10,000+ lines of code.
- Engineered 5+ *interactive and multi-sensorial features*, that utilize *mobile device sensor APIs*.
- Analyzed and refactored the codebase to increase performance of CPU and GPU, and decrease total required working memory & persistent memory.
- Engineered *bespoke real-time physics features*, utilizing C#.
- Adapted 10+ scenes, including 2D and 3D features, for smooth responsive design across all mobile devices.

UI Engineer (Typescript / React + React Native) @ Curry School of Education, UVa — 2020-2021

- Used *React Native, Typescript, Node.js, Python, Chart.js* to build interactive mobile app, "SkillSTAR".
- Designed / developed the app's UI to meet *specific usability requirements* of young Autistic children and their caretakers.
- *Coordinated weekly consultation* with stakeholders, and created a system for asynchronous collaboration and communication.

Engineering / Design @ Various Contracts — 2021-2025

- **Engineering requirements utilized:** Next.js, React.js, Tailwind, Node.js, D3.js / Chart.js, React Native, SCSS, SQLite, GraphQL, Python.
- **Design requirements utilized:** Figma, Adobe Illustrator & Photoshop.

Javascript Engineer @ ChartIQ — 2016-2017

- Utilized Javascript and HTML5 Canvas to develop and debug ChartIQ's flagship product, a real-time finance charting service.
- Utilized AngularJS and CSS to integrate ChartIQ into a *eToro products*.

Studio Recording Technician @ Rosetta Stone — 2012-2016

- Scheduled, observed and recorded worldwide, real-time immersive language education sessions.
- Maintained cross-departmental coordination and communication, to assure departments obtained lesson recordings and documentation.

(EXPERIENCE, PRE-SOFTWARE)

Shift Supervisor @ Westover Skatepark — 2008-2012

EDUCATION

Lambda School — (Cont. Ed.) Software Engineering, 2019-2020

University of Oregon — (Cont. Ed) Computer Science , 2016

BRCC — Web Design & Development Certification 2015

James Madison University — Philosophy + Creative Writing + Art, 2010

EXTRA-CURRICULAR, FWIW!

Passionate about making *interactive fine art*, with digital technology as its medium.

Passionate about making *music*, with digital technology as its medium.

Father to a cool and smart (*but obstinate and exhausting*) teenage son.

Former sous chef and amateur foodie.

Coffee snob.

Sci-Fi junky.

Insatiable curiosity *and* thirst for knowledge.